ec::InputListener

m_eventCallbacks
m_enabled

+ ~InputListener()
+ Inform()
+ Enable()
+ IsEnabled()
+ AddCallback()
+ RemoveCallback()
+ RemoveCallbacksOfType()
+ RemoveAllCallbacks()
+ IsCallbackRegistered()
# InputListener()
# ProcessEvent()

ec::CameraController

+ CameraController()
+ CameraController()
+ ~CameraController()
+ Tick()
+ Reset()
+ SetCamera()
+ GetCamera()
# ProcessEvent()
# ProcessMouseMovement()
# ProcessMouseButtonDown()
# ProcessMouseButtonUp()
# ProcessKeyDownInput()
# ProcessKeyUpInput()
# ProcessScrollInput()

ec::SceneController

+ SceneController()
+ ~SceneController()
+ GetName()

ec_gui::GUIController

+ GUIController()
+ ~GUIController()
+ GetGUISystem()
+ SetGUISystem()
# ProcessEvent()